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THE DARKNESS OVER EAGLESCAR

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10

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THE MODERN ERA



THE DARKNESS OVER EAGLESCAR

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THE DARKNESS OVER EAGLESCAR

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The Darkness Over Eaglescar

INTRODUCTION

THE YEAR IS 1999, THE SETTING: THE TOWN OF EAGLESCAR IN EASTERN ENGLAND. A WOMAN, CALLING HERSELF ELEANOR X, HAS BEEN INDOCTRINATING PEOPLE INTO A NEW AGE CULT NAMED THE VOICE OF THE MACHINE. THE CULT HAS BEEN USING MEDITATION AND HALLUCINOGENIC DRUGS TO SUPPOSEDLY BREAK THE BOUNDARIES OF REALITY AND EXPLORE THE REALMS BEYOND. ELEANOR X HAS A FAR DARKER PURPOSE, HOWEVER. HER GOAL IS TO SACRIFICE THE MINDS OF HER CULT TO A RACE OF PARASITIC ENTITIES ALSO NAMED THE VOICE OF THE MACHINE.

A FRIEND OF ONE OF THE INVESTIGATORS HAS CONTACTED THEM, WORRIED ABOUT HER DAUGHTER CASSANDRA. THE GIRL RECENTLY JOINED ELEANOR X'S CULT, AND IT IS UP TO THE INVESTIGATORS TO SAVE HER AND PUT AN END TO ELEANOR X'S PLANS. THIS SCENARIO IS SUITABLE FOR UP TO FOUR PLAYERS AND CAN BE COMPLETED IN TWO NIGHTS. BOTH THE TIME PERIOD AND THE LOCATION ARE FLEXIBLE, AND CHANGES CAN BE MADE WITH MINIMAL TWEAKS.

KEEPER'S INFORMATION

Eleanor X was herself brought up in a cult, named The Children of the Vortex. The cult believed in heightening awareness and exploring the lengths and breadths of the human psyche by the aid of hallucinogens and meditation. The cult, however, which was predominant in the late Sixties and Seventies, was mainly just a front for drug dealing and in the case of the cult leader, Sir Sam, an avenue for the exploitation and abuse of the female members. Eleanor X's mother was one of those exploited, and she gave birth to Eleanor, Sir Sam's child.

The dark side of the cult was unknown to the majority of its members. Sir Sam also dabbled in the occult and medieval black magic to fuel his own needs for spiritual exploration. This culminated in his discovery and reading of a book named the *Vox Arcana*, which told the reader of a sphere beyond reality, where angelic beings called the Voice of the Machine dwelled. The book also instructed the reader on how to contact the beings, through meditation and drugs use. Sir Sam met them, and far from being angelic, they proved to be parasitic interdimensional horrors that wanted nothing more than to experience the pleasures of mortal existence. Thus, Sir Sam's already corrupted psyche was darkened by his encounter with the beings. So eager was he for new experiences that he willingly opened himself up to possession.

The cult was disbanded in 1979 when Sir Sam died and many of its members were arrested on drug charges. The young Eleanor ended up in care for much of her youth, but her indoctrination to the cult stuck. On her 18th birthday, she gained an inheritance, including a large sum of cash and a bundle of Sir Sam's belongings, including the *Vox Arcana*. Now independently wealthy, Eleanor decided to research her past. She found that her parents had died, and many other cult members were either in prison or had disappeared. In her search, she encountered two living ex-members, the enigmatically named Father Time and Mother Hook. Unbeknownst to her, the pair were possessed by the Voice of the Machine, and had spent many years avoiding the authorities whilst trying to discover the whereabouts of the *Vox Arcana* book. Once Eleanor met them, they encouraged her to contact the beings mentioned in the *Vox Arcana*. This became an obsession, more so when they informed Eleanor that Sir Sam was her real father. They also told her that her father's spirit was trapped in the realm of the Voice of the Machine. She contacted Sir Sam through trance states, or rather, the parasitic being using his identity. He told her he could only return to her earthly sphere by the use of a certain Powder of Ascension, described in the *Vox Arcana*.

Armed with knowledge from the *Vox Arcana*, and with the tuition of her father's former friends, Eleanor studied many doctrines and learned to meditate. She founded the Voice of the Machine cult, gaining her followers from disenfranchised young people. She began to indoctrinate them in the ways of the Voice of the Machine using meditation and drugs. With this base of followers, she started to gather the

THE CHILDREN OF THE VORTEX

The Children of the Vortex, formed by Sir Sam in the late sixties, began as a counter-culture, hippie style group. Sir Sam, a poet/songwriter at the time, learned about hippie cults in America. Already having a small following of fans, he decided to take things further by encouraging his people to indulge in marijuana and LSD. Basing his cult on New Age and Eastern doctrine, he encouraged his followers to abandon the ways of a cruel and misunderstanding society. By the start of the Seventies, the cult's heyday, he not only had over fifty members, but the chemists in the group could synthesize LSD. He sold this to the cult members and also had them sell LSD to line his pockets.

Sir Sam was highly charismatic and discovered early that he could seduce vulnerable cult members into having sex with him. This quickly became a rite of passage for women wanting to join the cult. By the mid-seventies, Sir Sam was disillusioned with the cult and his followers. Jaded by depravities and luxuries, he sought new thrills. He began studying Satanism, attempting to steer the cult that way. The members, even though heavily indoctrinated, balked at this, but Sir Sam dabbled further until he discovered the *Vox Arcana*.

This book, more outré and quite unlike anything he had read before, spoke of other spheres of existence, not spiritual, but rather transdimensional realms where god-like entities held reign. These entities had names like Yog-Sothoth and Shub-Niggurath. They had strange servitors, 'angelic messengers' as the book described them, whom a person could communicate with through meditation and narcotics. The specific entities the book spoke of were called the Voices of the Machine. These beings were said to know the secrets of immortality and transdimensional travel. Within the book were instructions on making a powder of rare and exotic ingredients that could facilitate a person's contact and communion with the beings. Unbeknownst to Sir Sam, the Voices of the Machine were parasitic interdimensional horrors that wanted nothing more than to experience the pleasures of mortal existence, and find ways to permanently leave their realm.

He had his chemists, Father Time and Mother Hook, synthesize the powder, using a large quantity of his amassed fortune to find the ingredients. He was the first to try it, and was corrupted by the debased evil of the Voices of the Machine. Soon after one of the Voices of the Machine took possession of him. The next members to become infected were Father Time and Mother Hook.

Increased demands and debaucheries with the cult's female and male members followed, which culminated in the 1979 murder of Sir Sam by the man who thought he was Eleanor's father. Arrests and drug busts followed, but Father Time and Mother Hook escaped. The majority of the cult was either arrested or fled for happier, more normal lives.

CALL OF CTHULHU 7TH EDITION

rare ingredients to create the Powder of Ascension.

It is now some years later, Eleanor, Now Eleanor X, is an enigmatic woman of twenty-six with a small but loyal following. Always on the lookout for more cult members, mainly young people lost in their lives or homeless, she succeeded in indoctrinating Cassandra Angler. Close to freeing her father from the realm of the Voice of the Machine, Eleanor X has dark plans for Cassandra and her other worshippers for that matter. Father Time and Mother Hook have convinced her more Voice of the Machine possessions are required as tethers to bring her father back.

INVOLVING THE INVESTIGATORS

One of the investigators receives a phone call from an old friend, Georgina Angler. The woman is very distressed, as she is worried about the safety of her daughter. Cassandra, who is sixteen, has been in and out of trouble for much of her teenage years. Georgina now suspects drugs and an involvement with shady characters. The local police, at her hometown Eaglescar, have been less than helpful due to the girl's previous trouble with the authorities. Cassandra has been seen near the town's seafront shops by some of Georgina's acquaintances, accompanied by people much older than her. She is most understandably at her wits end over Cassandra. As a favour for an old friend, and because of the wild and shady adventures they experienced when they were teenagers, would the investigator come to Eaglescar and help bring home a wayward daughter?

Note: An investigator could be a native of Eaglescar if the Player and the Keeper both agree. They could be living in the town when they get the call from Georgina. The other investigators could likewise be living or holidaying in Eaglescar. Otherwise, they must travel there. Wherever the investigators are located geographically, use Day One in the box **Timeline of Events** as the point where they start the scenario.

Note: At certain points in the scenario, opposing skill rolls will be required from random NPCs. For convenience, give them either the base skill chance, or if the Keeper wishes, a 40% in their opposing roll.

THE TOWN

Note: Local investigators may recall this information with a successful **EDU** roll. Otherwise, it can be learned from the library with a successful **Library Use** roll.

The town of Eaglescar, located on the eastern coast of England, is a seaside resort and has a current population of 3672. It occupies a low lying location by the sea. Eaglescar originated as a fishing town in the 14th century, trading with the larger market towns it stood adjacent to it. The first element of the town's name is supposedly derived from an Anglo-Saxon personal name like 'Ecgi' or 'Ecgel.' The

second element is from the Old Scandinavian 'kjarr,' meaning 'marsh.' Hence the name translates as 'Ecgel's Marsh.'

In 1859 a railway was built to attract tourism and trade, and from then onwards its popularity grew as a seaside resort. It became a popular destination for Victorian tourists, and people from as far as Scotland would visit for holidays. The real expansion of the town, however, happened in 1865, upon the discovery of iron ore in the nearby hills.

Eight miles of sand make up Eaglescar's coast, and over the centuries numerous ships have wrecked there. Parts of their hulls are still visible in certain areas during low tides. True to its roots, the town still has a small fleet of boats that catch fish, crab, and lobsters.

The seafront's Esplanade holds numerous shops and amusement arcades for tourists, as does the High Street that runs parallel to it. The town currently has two railway stations, located at the north and south sections of town. On a weekday, the trains run approximately every half hour, south and north. The trains are less frequent at night

THE VOICE OF THE MACHINE

Eleanor X was born in 1973 to a strange and hedonistic lifestyle. Her mother kept her shielded from the worst aspects of the cult, but she lived in the commune for six years, this being her life until her real father's murder in 1979. From the age of six to eighteen, she lived in foster homes and social care, never truly adjusting to her new life. Eleanor came into her inheritance in 1991. As well as a large quantity of cash, she received many of her father's books. Eleanor then encountered two of Sir Sam's old companions, Father Time and Mother Hook, whom she embraced as the beginnings of a new cult. The pair informed Eleanor that Sir Sam was her true father, and encouraged her to follow in his footsteps. She read the Vox Arcana and soon contacted the singular Voice of the Machine that had consumed Sir Sam's psyche.

The Voice of the Machine convinced Eleanor its race was actually the Machine Elves, psychedelic entities popularized by the ethnobotanist Terrence McKenna. Slowly but surely she began to gather followers, basing her cult on a combination of Eastern Doctrine and New Age beliefs. Thus, the Voice of the Machine was born, and she had her followers believing that through meditation and drug use, they could become enlightened entities.

Her 'father,' Father Time and Mother Hook, convinced Eleanor X the only way to free him was to bring more Voices of the Machine to our earthly realm. This could only be accomplished by dosing her followers with the Powder of Ascension. With the great rarity of the ingredients required, Father Time and Mother Hook sent Eleanor X's followers out to hunt down the ingredients. Some followers were harvested themselves for one singular ingredient, the psychedelic drug DMT.

It is now 1999, and Eleanor X is on the cusp of seeing her father freed. The Voices of the Machine, lusting for the pleasures and experiences our world can provide, wait impatiently for their freedom.

THE DARKNESS OVER EAGLESCAR

and on weekends. Three major motorways pass through the town, and there is a dedicated bus service connecting it to other major towns and villages.

TIMELINE OF EVENTS

DAY ONE

This is the day the investigators begin their search for Cassandra in earnest. If they are strangers to Eaglescar, they may want to get the lay of the land. They will not encounter any of Cassandra's companions at this point in the scenario but have a few options for exploration. Today, or any day actually, they can visit Georgina. They may also want to explore the Esplanade to search for clues and ask around for information. If they play their cards right, they will find clues both from Georgina's bedroom and from the Esplanade. The drug dealer, Mickey the Hat, will not be in his usual spot today. Cassandra is in Eleanor X's home on this day.

DAY TWO

From this day onwards the investigators can find Mickey the Hat. Cassandra is still in Eleanor X's home.

DAY THREE

From today onwards investigators can find Mickey the Hat and hear from Eleanor X. As soon as investigators hear from her, events are set into motion. Just after 9 a.m. Cassandra will be moved from Eleanor X's home to The Old Meeting Place and kept there ready for DMT extraction.

DAY FOUR

This is the final day investigators may speak to Mickey the Hat. If they find him on Day Five they will be too late to save Cassandra. They may hear from Eleanor X, or snoop around locations. If the investigators hear from Eleanor X for the first time, Cassandra will be taken to The Old Meeting Place.

DAY FIVE

This is the final day where investigators may hear from Eleanor X or snoop around locations. If not already there, Cassandra will be taken to The Old Meeting Place, unconscious and held against her will. Eleanor X will take her followers to The Old Meeting Place after 2.00 p.m. At 7.00 p.m. Father Time will murder Cassandra and extract the DMT from her body. He will then finish creating the Powder of Ascension. Around an hour later, Eleanor X will inject the powder into her followers and the Voices of the Machine will possess them. She will then inject herself under the assumption this will bring Sir Sam's soul into her body, thus freeing him from the alien realm. She will just become another possessed victim, however.

LIBRARY RESEARCH

Eaglescar library is an unassuming looking, one-story building located off the High Street. It has an extensive section on the history of the local area as well as a basement containing newspaper archives dating back to the Victorian era. The library is open from 9.00 a.m. to 6.00 p.m. Mondays to Fridays, and from 9.00 a.m. to 1.00 p.m. on a Saturday. It is closed on Sundays. The investigators will find the staff friendly, especially the elderly Mr. Windsor who works downstairs in the archives.

Mr. Windsor is short and chubby, has grey hair balding on top, and tinted eyeglasses. He wears a light brown suit that appears to date back to the Seventies. If a female investigator uses a successful **Charm**, **Fast Talk**, or **Persuade** roll, he will assist them in their archival search. **Note:** The length of time required to search the library archives depends on a few factors. The use of certain keywords and knowledge of the right time period will lower the search time as indicated.

A search using the keywords "Cult" or "Children of the Vortex" will take one investigator six hours to find the relevant information from *The Darkness Over Eaglescar* *handout #1* and *The Darkness Over Eaglescar* *handout #2*. Reduce the search time by half an hour for each additional investigator searching, and an hour if Mr. Windsor assists. If investigators search newspaper archives from the 1970s exclusively, reduce the search time to three hours. The minimum search time, no matter the bonuses, is one hour.

A search using the keyword 'Eleanor' will take one investigator six hours to discover the relevant information in *The Darkness Over Eaglescar* *handout #3*. Reduce the search time by half an hour for each other investigator searching, and an hour if Mr. Windsor assists.

Note: If investigators search randomly, have them search for 1D6+1 hours and then make a combined Luck/Library Use roll. If successful, they find one random *handout*.

If Mr. Windsor is present during the discovery of *The*

The Eaglescar Evening Chronicle – Friday, 27th February 1970

Hippie cult threatens local community

It would appear that a slice of Americana has travelled across the ocean to reach our shores. A small society of people, 'hippies' being the kindest way to describe them, have taken up shop in The Wynd area of the town, calling themselves The Children of the Vortex.



The leader of this dubious 'cult,' one Sam Crown, was approached and spoke briefly about the aims of his new cult. "The teaching of peace, love, and the transcendence of the spirit," are just some of the virtuous claims he made. The cult appears to have quite a few followers already, young women for the most part, and it is a shame on today's society that their parents aren't finding them better things to do. Crown is known around the Eaglescar area as a poet/songwriter, so it is little wonder he decided to indulge in this counter-culture, hippie style behaviour. Other young people should have more common sense and know better however, so that Eaglescar Beach doesn't become the scene of drunken parties around fires and all self-respect disappears from the town.

The Darkness Over Eaglescar Handout #1

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Darkness Over Eaglescar handout #2 and *The Darkness Over Eaglescar handout #3*, he informs the investigators that he saw the woman from *The Darkness Over Eaglescar handout #3* just two weeks earlier, in the library. She looks older than the photo and was accompanied by a man and woman who were very scruffily dressed and quite frankly smelled. They resemble the pair in *The Darkness Over Eaglescar handout #2*. The trio was taking photocopies of a hardbacked book they brought with them, and they spent two hours at the copy machine. It appeared they were copying the whole book. He has no information beyond this and had not seen the trio before.

LOCATIONS

Note: Eaglescar is a small town and easy to traverse. Numerous taxis can be found, especially on the High Street. If an investigator is looking for a certain location and desires to travel there by foot, they might want to ask a towns person. Have the investigator make a successful **Charm**, **Fast Talk**, **Intimidate** or **Persuade** roll to engage the towns person, and then, if successful, a following successful **Luck** roll to see if they know the location. Approximate travel times to reach pertinent locations are noted in the text.

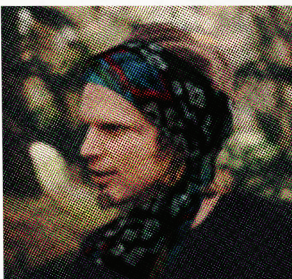
Friday 27th February 1979 *The Eaglescar Herald*

Cult leader murdered in drug house

This weekend saw some commotion in the town that involved drug dealing, murder and worse besides. Residents of the town will no doubt be aware of the 'hippie cult,' The Children of the Vortex, that sprang up in town late last decade, run by a young man and self-proclaimed Guru 'Sir Sam,' or Sam Crown as his electoral roll entry states. Long has his small army of followers plagued the town with disruption and much suspected drugs use. This came to a head this weekend when Crown was brutally stabbed to death by one of his followers. He died of his injuries in hospital, but during the commotion in the house, located on The Wynd, drugs

were seen by the ambulance workers and soon after the house was raided and arrests were made. It would appear that a large drug synthesising operation was present, and that many of the members were taking and selling the drugs. Evidence of Black Magic was also seen by the arresting officers. There were many arrests made, yet two of the ringleaders, a man and a woman, who have been arrested previously on drugs charges, are still at large. Photographs have been provided courtesy of the Eaglescar Constabulary. **The public has been informed to call the police immediately upon sighting the pair, and to not approach either.**

Victim, Sam Crown



Suspects, still at large



The Darkness Over Eaglescar Handout #2

The Eaglescar Herald Tuesday 15th October 1991

Inheritance for former care home child

There was a happy ending last week to something that was considered a dark time for Eaglescar. Many older readers will recall the trouble and scandal that a group of people brought to the town in the 1970s. Their exploitation and drug dealing came to a tragic head when the group's leader, Sam Crown, was murdered by one of his followers, a certain Geoffrey Oliver. From sources, the newspaper discovered that Oliver's daughter, a nineteen year old girl who has spent much of her life in care, recently came into a large financial inheritance. When we briefly interviewed Eleanor Oliver, the young lady stated that she is remaining local, and will invest some of her fortune into the town that looked after her for so many years.



The Darkness Over Eaglescar Handout #3

GEORGINA'S HOME

The investigators will have Georgina Angler's address, 12 Oceanside Grove, already. From either train station or the High Street, reaching it takes twenty minutes on foot, or five minutes by car or taxi. Oceanside Grove consists of rows of houses with small front gardens. The houses have bay windows and look to date back to Victorian times. The road slopes down towards the coast, and in the distance, the beach and ocean can be seen. Georgina will answer the door at any reasonable hour and will allow the investigators in if her old friend is amongst them. Georgina has short black hair and appears pale and underweight. She wears an old faded black t-shirt and jeans.

If Georgina allows the investigators entry, she will escort them through a door to the left of the downstairs landing, into the lounge. If investigators have any leads on Cassandra, now might be the time to tell her. She is clueless to any names or descriptions the investigators have however, and if they show her any newspaper articles she will grow very frightened over her daughter's fate.

If this is their first visit to her home, Georgina has this tale to tell:

"You know what it's like being young and living in a small town like this one. You just want adventure and an escape from the drudgery. Since Cassandra's father left us she has always been a bit of a handful, and you know teenagers! It got worse as she grew older. She got in trouble for truancy and was arrested a few times for shoplifting some time ago, but I thought that was in the past. Around two months ago she started to change, sleeping in through the day and staying out late at night. I searched her room but found nothing strange, and no sign of drugs like I feared. Around a month

THE DARKNESS OVER EAGLESCAR

ago we had a confrontation, a fight really, and she said to me that 'Eleanor' is a better mother than I've ever been. Can you imagine?! Later that night she took some things and left, and I've not seen her since. Some acquaintances of mine have seen her around the Esplanade late at night, begging for money or even selling drugs. Johnny Robson at the Penny Arcade saw her recently, and he might be able to help you."

This is pretty much all she has to say on the matter. Georgina will know nothing about cults or drugs. Investigators may want to go search Cassandra's room. Georgina is hesitant over this so a successful **Charm, Fast Talk, Intimidate** or **Persuade** roll is required to gain access to her room.

CASSANDRA'S BEDROOM

The staircase at the end of the downstairs corridor leads to the second floor, which has a bathroom at the top, and a corridor that winds around the staircase. There are two doors there, one at the centre of the corridor and one at the end. The one at the centre leads to Cassandra's bedroom.

The teenager's bedroom is messy, to say the least. It has blue walls and ceiling, the former covered in graffiti. The brown carpet is covered in clothes. Directly facing the door stands a wide desk. It has a mirror above it that is covered in photographs. The unmade bed is lined up against the west wall. There is a window on the east wall, fronted by a clothes

rack filled with Cassandra's clothes. An examination of the graffiti reveals poetry and song lyrics. The photos on the mirror consist of pop stars and Cassandra with her friends. Georgina will allow the investigators to take a photo of Cassandra from the mirror. See *The Darkness Over Eaglescar Handout #4*.

A successful **Spot Hidden** while examining the cluttered floor reveals a book stuck within the clothes. The book is called: *Mythical Beings of the Twenty-First Century* – by Edward Long Chaser. A cursory examination reveals its contents concern modern-day urban legends and cryptozology. One page is dogeared from use. It is here that the information from *The Darkness Over Eaglescar Handout #5* is located. If asked, Georgina doesn't know where the book came from. Another successful **Spot Hidden** while searching the floor reveals a waste bin in the corner, partially concealed by clothes. Inside the bin are scrunched up illustrations depicting strange creatures. An example of one of the illustrations can be found in *The Darkness Over Eaglescar Handout #6*. If asked, Georgina says she pulled the pictures down and threw them away herself.

THE SEAFRONT ESPLANADE

The Esplanade is a few minutes' walk from both train stations. From Georgina's home, it takes twenty minutes on foot or five minutes by car or taxi. The Esplanade consists of a long row of shops and cafes facing the beach. Between the beach and the Esplanade stands a wide tourist path lined with stalls. The stalls sell fish and chips, seafood, candyfloss, donuts, and other treats. There is a fortune teller's cabin on the southern edge of the tourist path. The Esplanade itself hosts amusement arcades, shops selling candy, seafood, and cafes that sell fish and chips. A few shops sell tourist souvenirs. The shops are open from 10.00 a.m. to 10.00 p.m., the stalls open at 11.00 a.m. and close around 6.00 p.m. The air around the Esplanade is thick with the smell of fried food.

If investigators visited Georgina, they know to go see Johnny Robson at the Penny Arcade. Questioning random tourists on the street will offer no information. If an investigator asks a shopkeeper about Cassandra and shows them the photograph, have the investigator make a successful **Charm, Fast Talk, Intimidate** or **Persuade** roll, followed by a **Luck** roll. If they are successful, the shopkeeper recalls the girl hanging around at about 8.00 p.m.. If investigators head to the Penny Arcade, they find Johnny Robson behind a

The Darkness Over Eaglescar Handout #4



Machine Elves

Machine Elves, known also as fractal elves and self-transforming elf machines, are a strange phenomenon that has been witnessed by people of many cultures from Native Americans to the Aboriginal Australians and African tribes. The term to describe these entities was created by Terrence McKenna, a writer, philosopher and ethnobotanist. Machine Elves are usually witnessed by people using tryptamine-based psychedelic drugs, especially the drug DMT. Once someone has taken the drug, a psychedelic, fractal-like membrane is said to appear before them. Once they tear this membrane away, they find themselves in a world of strange multi-coloured shapes.

Machine Elves often resemble bejewelled, bouncing balls. Sometimes they resemble frail elf-like beings, formed from ever-changing fractals. Whatever form they take, they communicate enthusiastically with those they contact. They briefly enter the contactee's body, blasting their mind with sensory information.

They are said to sing, chant, and make indescribable objects appear with their voices, objects which they offer to the user. These objects are said to come alive and sing other things into existence. The contactee then finds themselves singing in the same tones as the Machine Elves, objects then forming and pouring out of their mouths. These events occur over the space of around five minutes, at the end of which the strange reality starts to collapse in on itself and moves away from the contactee.

Many who encounter the Machine Elves take the vision at face value, believing they are speaking with interdimensional beings. The most popular scientific explanation for them however, is that the drug disrupts a person's ability to process visual information, creating a chaotic landscape of the surrounding mundane environment. Internal brain activity appears as external stimuli. It is proposed that the often humanoid appearance of the beings themselves is due to the human brain's affinity for anthropomorphic shapes; their creation and supposed existence is wholly generated by the user's imagination.

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counter out front. He is tall, fat and red-cheeked. His head is shaved, and he wears a sweat-stained yellow t-shirt and black sweatpants. Investigators will have to make a successful **Charm**, **Fast Talk**, **Intimidate** or **Persuade** roll to get information from him.

If asked about Cassandra he has this to say:

“Oh yeah, I seen that girl hanging around now and again. Pfft! Kids these days. She hangs around with Mickey the Hat, Pakistani lad, always wears a red baseball cap back to front. He sells drugs don’t you know. Whizz and ganja. Heard he sells stronger stuff too. Disco Biscuits and mushrooms. Funny thing though, I also seen her with a couple of people I recognized, they had something to do with some hippie cult back here in the Seventies. Tall man and woman dressed in black. You know what though, Ester Alita Lee, the fortune teller, knows all about that lot. Try giving her a knock. If you’re looking for Mickey be careful, he carries a knife. He hangs around outside the old Regent Cinema, up a ways at the end of the Esplanade. He’s usually there after eight.”

Johnny Robson has nothing else relevant to say. If they show him a copy of *The Darkness Over Eaglescar* handout #2, he identifies the pair as the two he saw with Cassandra.

THE FORTUNE TELLER

Investigators may have passed the fortune teller’s already. It is a small one-story cabin built of white boards covered in script. The script has slogans like: “This Lady Will Help You & Advise You on All Matters,” and “Your Hand Today Holds The Future of Tomorrow.” A sign at the top of the cabin bears the words: “Ester Alita Lee – TV & Radio Spiritualist and Clairvoyant.” The front of the cabin has a window, behind which stands a phrenology head. The door inside is to the window’s right. If Ester is taking a reading, the door is closed. Have the investigator with the lowest **Luck** score make a roll. If they fail, Ester is with a client and they will have to wait around twenty minutes or return later.

When the investigators enter the cabin, a waft of incense fills their nostrils. They then find themselves in a small room brightly illuminated by lamps. The walls are wood-panelled, as is the ceiling, and there is an old tortoiseshell rug underfoot. The walls are covered in framed photographs that look to date back decades. They depict famous people who have visited Ester Alita Lee.

Flowery seats spot the cabin, and seated at one, beside a table covered in crystal balls is Ester Alita Lee. She is in her late seventies, has brown curly hair and large hooped earrings. Atop a faded green dress she wears a red jumper and a multi-coloured Indian shawl. She wears a cord around her neck bearing a small black velvet pouch. If an investigator makes

a successful **Anthropology** roll, they realize the pouch is known as a “Putsi,” something that holds protective amulets and talismans. It is Romany in origin.

She greets the investigators with: “I am Ester Alita Lee and I do believe you require my services. Who’s to go first?” If investigators say Johnny Robson sent them, ask about cults or anything else on those lines, her eyes widen. She will ask the nearest investigator to sit down and continue from the following paragraph. Otherwise, she gives a lacklustre palm reading at the cost of two pounds.

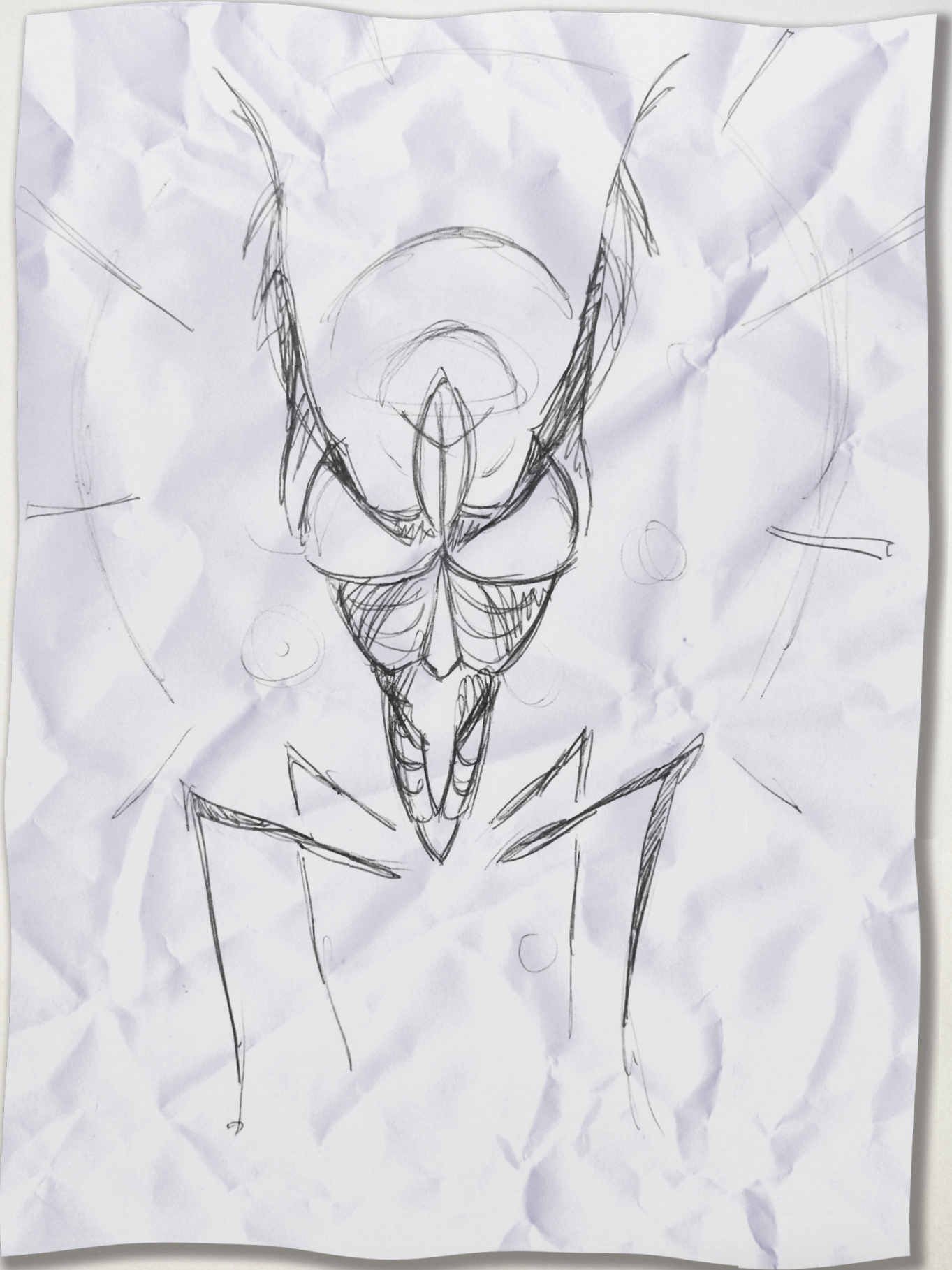
“Put your hand on that and make a wish my love,” she tells the investigator and indicates one of the crystal balls. When this is done she says: “Oh yes, the spirits said you would be coming. Now cross my palm with silver. Two pounds love,” she adds in a whispered tone. Once she has the money, she takes the investigator’s hands and says:

“Do you know about The Children of the Vortex? I knew them well. I kept my ears open back then, knew some folk that were drawn into that cult. They were big in the Seventies, back when the kids in America were rebelling against anyone that looked at them sideways. Heh. I was a younger woman, and the leader of the cult, Sam Crown, SIR Sam as he liked to call himself, had designs on me. The Tarot and crystal ball, the voices of my ancestors, all told me to steer clear. And the young Alita Lee she did hahaha.

Ester Lee



CALL OF CTHULHU 7TH EDITION



The Darkness Over Eaglescar Handout #6

THE DARKNESS OVER EAGLESCAR

They made drugs, him and his lot, all the better to help empty his followers' pockets. He got bored though, started looking about for different thrills. He tried the Satanists; the Satanists didn't want him. Hah! Then he found a book. It taught him how to contact beings from beyond, ugly, abominable demons like hungry ghosts that coveted life. They got to him, him and those closest to him. Thank the powers that be he was murdered. Whatever the demons wanted, that put an end to it. You know, I saw him before he died, just walking along the beach. What I saw hanging over him... It was like a black cloud of hate, with feelers all in his head... I didn't sleep for a week after."

Ester Alita Lee takes a deep breath and shakes her head. "The spirits demand more silver for their work, my love. Another pound will do."

She continues:

"The crystal ball tells me there is something on the horizon, something dark and hellish that should've died with Sam Crown. That horrible cult is back, and you have a part in this. All of you! Whatever cannot die sleeps, and it has awoken and gathers strength. The woman is the key. I don't know who she is, or where she came from. Protect yourselves if you're going to stay, or flee for your lives!"

Ester Alita Lee scrutinizes the investigators with a worried expression and says: "I cannot do any more readings right now, but here, take these." She reaches up, takes the cord from her neck, and rooting inside the pouch removes some items. The items consist of: a small circular stone with a hole through its center, a silver unicorn charm, and an old 2 Reichmarks coin.

"These are talismans of protection, my loves," she ex-

OPTIONAL USE OF TALISMANS

The talismans the investigators receive can be nothing but trinkets, or if the Keeper chooses, they have some esoteric value as described below.

The stone is a 'Hag Stone': a magical artifact. The Hag Stone has many supposed magical uses. It is said to protect one from snake bites, give a person the ability to see invisible entities from the Kingdom of the Fae, to protect against black magic, facilitate fertility, and more. In this case, the stone can indeed see entities from other realms. If an investigator looks through the stone at Eleanor X, Father Time or Mother Hook, they see a dark oily cloud hovering above their heads, constantly in motion, with black tentacles connected to their eyes and ears, (Sanity roll or 1D6 **Sanity** loss to witness this). A successful **Anthropology** roll informs the investigator of the stone's purpose, whether it is being used as a real talisman or not.

The silver unicorn charm gives the person in possession of it, a onetime reduction of 1D3 Hit Points damage the next time they suffer an injury.

The German coin has a Nazi Eagle and swastika on one side, and the profile of Von Hindenburg on the other. It gives the owner an added die to a skill roll, once and only once.

plains, "It pains me to part with them, but you need them more than I do. The spirits say I must part with them for five pounds each."

Investigators may attempt communication-related skill rolls to lower the price, but even after a success she won't barter. If more than one investigator attempts to barter, she decides the talismans are better off with her and keeps them.

If investigators show her the newspaper articles, she recognizes the photos from *The Darkness Over Eaglescar handout #1* and *The Darkness Over Eaglescar handout #2*. She doesn't recognize Eleanor X, or Cassandra if the picture is shown. She knows nothing about Machine Elves, but if that picture is shown, she says: "That reminds me of the cloud hanging over Sam Crown." Ester Alita Lee will now be eager to give other folk readings, and asks the investigators to leave.

MICKEY THE HAT

The Regent Cinema stands alone, just beyond the shops to the north of the Esplanade. It is a large blocky structure, painted cream, with the words, "The Regent Cinema," in large red letters above an entrance alcove. The doors to the cinema are boarded up, and there are no windows. Mickey can be found lurking in the entrance alcove, after 8.00 p.m., from Day Two onwards.

Upon being approached, Mickey will stop lounging and edge away from the entrance. A successful **Psychology** roll reveals he is preparing to flee. He will eye the investigators up and down with suspicion, and ask them what they want. If asked about Cassandra, or anyone else involved in the Voice of the Machine cult he says:

"Don't know her mate, don't know who you're talking about."

A successful **Psychology** roll reveals he is lying. Investigators may press him if they want using a **Charm**, **Fast Talk**, **Intimidate** or **Persuade** roll. A failure means he pulls a concealed knife from the back of his pants. He will tell the investigators to "Fuck off sharpish," and another successful **Psychology** roll shows that he is not bluffing. If they don't leave he will attack an investigator at random but will drop his knife and attempt to flee upon any retaliation. If the communication-related skill roll was successful, or if he is subdued in some manner, Mickey will answer questions as follows:

Q: "Where is Cassandra?"

A: "You looking for the girl yeah? Well, make it worth my while. Twenty quid and I'll put you in touch with the ones that know her."

Q: "Who is Eleanor? What is your connection to her?"

A: "I sell drugs for her, all kinds of stuff. Pack of freaks they all are. I can sell you anything you want to buy."

Q: "What do you know about Machine Elves?"

A: "No idea what you're talking about."



Mickey the Hat

Q: “Do you know these two people? (Showing him *The Darkness Over Eaglescar* handout #2 or describing Father Time and Mother Hook.)

A: “Yeah I think they make drugs for Eleanor.”

Once the investigators have finished asking questions, he will ask for a contact number. “The right people will be in touch,” he says. This number can be for a cell phone or the number of whatever house or guest house they are staying at. Even if Mickey fled before answering questions, Eleanor X will use her contacts to find the investigators’ number, and phone them the next morning.

CONTACT WITH ELEANOR

The phone call will come just after 8.00 a.m. the morning after the investigators’ met Mickey the Hat. When the call is answered, a female voice says the following:

“I hear you’re looking for one of my children, Cassandra? My name is Eleanor X and I can assure you that she is fine. Perhaps you would like to come visit sometime this afternoon? We will be in till about two. The address is Thirty-Three Talisker Gardens.”

Eleanor X won’t engage in conversation beyond what she says during the call. Her number is withheld, so the investigators will not be able to call her back.

ELEANOR’S HOME

It will take forty minutes on foot from either the train station or High Street, or ten minutes by car or taxi to reach 33 Talisker Gardens. Upon arrival, assuming they head straight to the house, investigators will be greeted at the door by Eleanor X herself.

The house is one of many two-storied detached houses lining the street. Most have expansive front gardens filled with flowers and bushes. A pebbled path at the centre of number 33’s garden leads to the front door. Large bay windows flank the front door, with a matching pair on the second floor. To the left of the house is a driveway with a green Volkswagen minibus parked there. After an investigator has knocked or rung the bell, Eleanor X answers shortly after. She will say, “Welcome to the Voice of the Machine! You people look in need of spiritual guidance, please enter.”

Beyond the front door is a large room with white walls and ceiling, and a wood effect veneer floor. The ceiling is tall and reaches up past the second floor. The floor is spotted with beanbags, with a few leather couches dotted around. Incense cones, sat in clay pots near the walls, fill the room with fragrance. Eleanor X’s cultists can be found here. They mostly lounge on the beanbags reading. Some are sat meditating in the Full Lotus position. There are currently twenty two cultists with Eleanor X, ten males and twelve females. A staircase at the back of the room leads to a second floor. Two doors flank the staircase, and there are two more doors on the west and east walls. All in all, it appears a very serene place. The investigators are free to walk about the room and speak to the cultists. Those meditating will ignore the investigators, however. The members of Eleanor X’s cult will be very polite to investigators.

Here are some possible questions the investigators may field to Eleanor X, and pertinent answers:

Q: “Where is Cassandra?”

A: “I’m afraid you just missed her. She went out of town for a day or so, but please, speak to my people to see that there is nothing sinister going on.”

Q: “What do you know of The Children of the Vortex?”

A: “Oh that old cult my parents joined? Not much, but

OPTIONAL ALLY

Mickey the Hat has skills and an aptitude for violence that may prove helpful to the investigators. Hence if the Keeper wishes they can hire Mickey to help them track down Cassandra. This would include his picking locks, breaking and entering, and violence (but not to the point of murder). He will have to be on reasonable terms with the investigators – either they succeed in a Communication roll or have him at their mercy. Mickey should come to the investigators’ aid when they phone him, rather than him being a constant NPC companion. He will also charge for his services.

THE DARKNESS OVER EAGLESCAR

I know they were bad news.”

Q: “Can we take a look around?”

A: “Not beyond this room no. That would be against the privacy policies for my people.”

Q: “Do you and your people take drugs?”

A: “We do! Only to meditate and help raise our awareness. Quite harmless I assure you.”

Q: “What do you know about Machine Elves?”

A: “Oh... Transcendental Beings! They are kindly entities that come to one with wisdom. They’re the ones I have named my little fellowship after.”

Q: “Do you know these two people? (Showing Eleanor the picture of Father Time and Mother Hook, or describing them.)

A: “Oh yes I met them briefly. Members of the old cult my parents were in. They left and moved out of the area recently.

Note: In regard to Cassandra, if an investigator makes a successful **Psychology** roll, they discover that Eleanor X is being untruthful. Another successful **Psychology** roll regarding the Father Time and Mother Hook question also reveals she is lying.

Here are possible questions the investigators may field to Eleanor X’s cult, and pertinent answers:

Q: “Do you know Cassandra. Is she okay?”

A: “Oh yeah she is out for the day. She’s a nice girl.”

Q: “Are you here against your will?”

A: “Not at all. I love it here. This new life saved me. Why not join us!”

Q: “Do you take drugs?”

A: “Sometimes before we meditate, under Eleanor X’s strict supervision.”

FATHER TIME & MOTHER HOOK

This pair originally met Sir Sam through drug connections, joining his cult in the Seventies. At one point, both were possessed by the Voices of the Machine and have remained so ever since. Since they evaded arrest they have travelled the country as serial killers, murdering a couple of hitchhikers a year for their own sordid pleasure. What they desired most of all was to track down Sir Sam’s copy of the Vox Arcana and bring their fellow Voices of the Machine to this realm. The book itself was supposedly lost until Eleanor X received it. Together with Eleanor X they have been synthesising drugs, harvesting DMT from victims in the cult, and creating small but precious amounts of the Powder of Ascension to help bring their plans to fruition. The entities controlling them have certain powers they can manifest at will (See the Dramatis Persona section).

Q: “What do you know about Machine Elves?”

A: “We sometimes meet them while deep in meditation. They are kindly and inquisitive.”

Q: “Do you know these two people? (Showing *The Darkness Over Eaglescar handout #2* or describing Father Time and Mother Hook.)

A: “I’ve never seen them before sorry!”

Note: A successful **Psychology** roll regarding the Father Time and Mother Hook question reveals they are being untruthful.

When investigators are out of questions, Eleanor X tells them her cult is going away for the day and asks them to leave. At the front door, she will add: “If you would like to come for a meditation session, please feel free to join us one night.”

SPIES LIKE US

If investigators arrive earlier than the appointed time they may want to watch the house. If they are there at about 9.00 a.m. the morning after Eleanor X contacted them, they will witness Father Time leave with Cassandra and see the pair head off in the minibus. Investigators may want to follow. If so, they follow Father Time drives them to 18 The Wynd.

Between 9:30 a.m. and 2.00 p.m., nothing happens at the house. If investigators visited Eleanor X, she and her cultists leave around twenty minutes after the investigators left. They are heading to 18 The Wynd. Investigators may want to break into the house and snoop. Entry options and room descriptions are provided below. If it is before Day Five, Eleanor X and her people leave at 2:30 p.m. for parts unknown and return around 10.00 p.m.

SEARCHING THE HOUSE

Note: This is a residential area, and sounds of breaking in have a chance of being heard. Investigators should be aware of this and if not, a kindly Keeper may remind them.

The front door is sturdy. The lock can be picked, or it has a **STR 50** if investigators want to force it. A successful **Luck** roll is also required, or the noise will alert a nosey neighbour. The said neighbor will arrive 1D6 rounds later and either challenge the investigators or knock on the front door. If the investigator doesn’t answer, the neighbour will head home and call the police, the latter arriving in around 30 minutes. Investigators may attempt a **Charm**, **Fast Talk**, **Intimidate** or **Persuade** roll if they can create a plausible excuse for breaking in (Undercover police perhaps? The house does have strange folk going in and out...). Failing the roll means the neighbor will inform the investigators they’re going to call the police. They will do so unless they are subdued somehow. As before, the police will arrive in 30 minutes and arrest the investigators for breaking and entering. They will spend remainder the of the day and night locked up, and have a future court date to attend.



Eleanor X

The bay windows at the front of the house open at the top but are locked from the inside and have **STR** 10 to break. A **Luck** roll is required so the investigators aren't heard. Each investigator climbing through the small window will have to make a successful **Climb** roll or suffer fall damage. The two windows on the west and east sides of the house can only be opened by breaking them. This will alert a neighbour and no Luck roll will help the investigators. The back of the house has a large lawn with a fountain at its centre, the tall wooden fences surrounding it flanked by trees. There are two windows here with a door between them. The top sections of the windows are **STR** 10 to break open, and again a Luck roll is required. Each investigator climbing through the window will be required to make a successful **Climb** roll or suffer fall damage. The back door has a **STR** 30 or can be picked. Again, a **Luck** roll is required, or a neighbour will be alerted.

THE FRONT ROOM

This room is described above. The door in the west wall leads to Cultist Room One, the door in the east wall Cultist Room Two. The doors flanking the staircase lead to The Kitchen.

CULTIST ROOM ONE

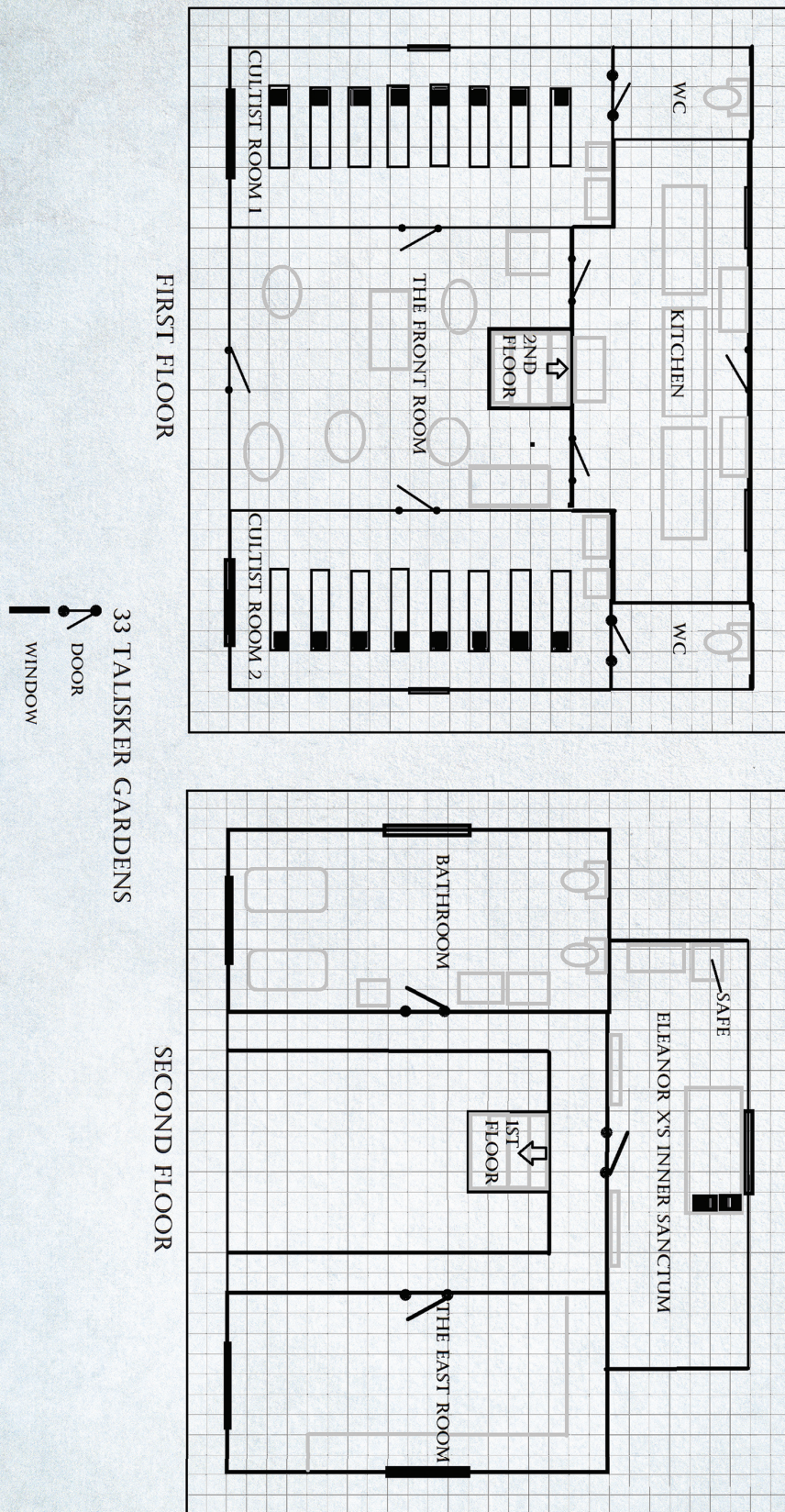
This room can be reached by the windows on the south and west walls, or from the door connected to The Front Room. It has light blue walls, a white ceiling, and dark blue car-

pet. In it are sixteen bunkbeds, the bedding in each neatly made. On the north wall are a wooden dresser and a plastic laundry basket. The former contains men's clothes and underwear, the latter, used versions of the same. There is a door on the north wall leading to a small WC. The room is incredibly sparse – there are no personal items to speak of. Investigators wanting to search the room discover a small bag of men's toiletries under each pillow. There is nothing else of interest except for a pornographic magazine hidden under one of the mattresses.

CULTIST ROOM TWO

This room can be reached by the windows on the south and east walls, on the door connected to The Front Room. It has pink walls, a white ceiling, and a red carpet. In it are sixteen bunkbeds, the bedding neatly made apart from one. It is virtually a mirror image of the room on the west side of the house. On the north wall is a wooden dresser and a plastic laundry basket. The former holds women's clothes and underwear, the latter, used versions of the same. There is also a door leading to a small WC here. A search will lead to the discovery of a bag of women's toiletries under each pillow. Each has a name on it. Investigators may notice there are more toiletries than there are current cultists. The toiletries from the unmade bed bear the name: Cassandra Angler. If investigators search the toiletry bags they will discover *The Darkness Over Eaglescar handout #7* in a bag bearing the name Abigail Collinson.

THE DARKNESS OVER EAGLESCAR



CALL OF CTHULHU 7TH EDITION

*Please help. Something is happening at 18 The Wynd.
Whoever finds this note please call the police and send them
to that address. My friend was taken there and never came back.*

The Darkness Over Eaglescar Handout #7

THE KITCHEN

This room can be reached from the door or windows on the north wall or the doors on the south wall. The room is all white, white tiles covering the floor. There are three wooden dining tables lining the centre of the room. Cabinets line the walls with cupboards beneath. Two sinks stand against the north wall with a washing machine beneath each. A large oven is located at the centre of the south wall. The kitchen is extremely clean. If investigators wish to search it, they discover nothing suspicious.

THE SECOND FLOOR

The second floor has corridors lining the north, west, and east sides of the house. Each corridor is centred by a door. The walls and ceiling are white, and the floors are varnished bare floorboards.

BATHROOM

This room is reached from the door on the west wall. The walls are painted green, and it has a white ceiling and white vinyl flooring. There are two bathtubs along the south wall, and two toilets on the north wall. There are windows on the west and south walls. Two wooden cabinets and a wooden laundry hamper stand against the east wall. The cabinets hold toiletries, toilet roll, etc. The hamper holds used clothes.

ELEANOR X'S INNER SANCTUM

This room is accessed from the door on the north wall. It is locked and has to be picked with a **Locksmith** roll, or has a **STR** 30 for breaking down. The room is dark because the only window is taped over with black bags. The room also smells quite musty. A light switch near the door brings light to the room. A large double bed stands against the north wall, above which is the window. The bed's black sheets are stained and unmade, and it is from here the musty smell originates. The walls are painted in a psychedelic fractal pat-

tern, and the ceiling and bare floorboards are painted black. The ceiling has small fluorescent stars stuck to it. The floor is littered with books and pots of used incense. If examined, the books cover many connected themes: New Age Magic, Occultism, Tantric Sex, Hypnotism and Meditation, etc. Two bookcases against the south wall hold more books of similar content. The west wall holds a dresser, a mirror and a large iron safe. A search of the room reveals nothing of real interest. A waste bin beside the bed holds condom wrappers and used condoms, and the dresser holds women's clothes. The safe is locked and will require a successful **Locksmith** roll to open. Forcing the safe open will prove difficult – it has a **STR** 90 but cannot be broken through regular brute force. Industrial level tools will be required, with a successful combined **Mechanical Repair** and **Operate Heavy Machinery** roll. The safe holds the following: £8163 in used notes, cheque books, bags of white powder (cocaine), bags of crushed herbs (marijuana), and *The Vox Arcana*.

THE VOICES OF THE MACHINE

English, author/translation unknown. This small hardcover tome was written at some point in the early 19th century. It describes entities that exist beyond the earthly sphere, and possible ways to communicate with them. It contains an in-depth section concerning entities named the Voice of the Machine, strange angelic beings that hold the secrets of immortality and transdimensional travel. The book contains spells that show ways to contact and dispel the Voice of the Machine.

Note: The spells in this tome have their pages marked with folded corners. It is possible for an investigator to learn the Dispel Voice of the Machine spell without the requisite study time for the remainder of the book. The investigator must spend four hours of study, after which they may make a combined **INT** and **POW** roll. If they succeed, they have learned the spell, but not gained any **Cthulhu Mythos** points. They also lose 1D3 Sanity points from the immersive reading, which will not reduce any Sanity lost if they read the book properly.

THE DARKNESS OVER EAGLESCAR

Sanity Loss: 1D6

Cthulhu Mythos: +3/+6 percentiles

Mythos Rating: 18

Study: 10 weeks

Spells: Contact Voice of the Machine, Create Powder of Ascension, Dispel Voice of the Machine*

*See Appendices: NEW SPELLS

THE EAST ROOM

This room is accessed from the door on the east wall. It is locked and requires a successful **Locksmith** roll or has **STR** 30 to break down. The floorboards are bare, and the walls and ceiling are roughly whitewashed. There is a strong chemical smell in the air. The room is a drug lab, one of two the cult owns. Low metal tables and shelves line the north and east walls, and the window in the east wall has an extractor fan fitted. The window on the south wall is taped over with black bags. There are chemical instruments on the tables, and jars of chemicals on the shelves. An investigator making a successful **Chemistry** roll will realize this equipment is used to synthesize illicit drugs. Before all this, however, the investigators will suffer a surprise attack from Mother Hook.



Mother Hook

MOTHER HOOK'S TRAP

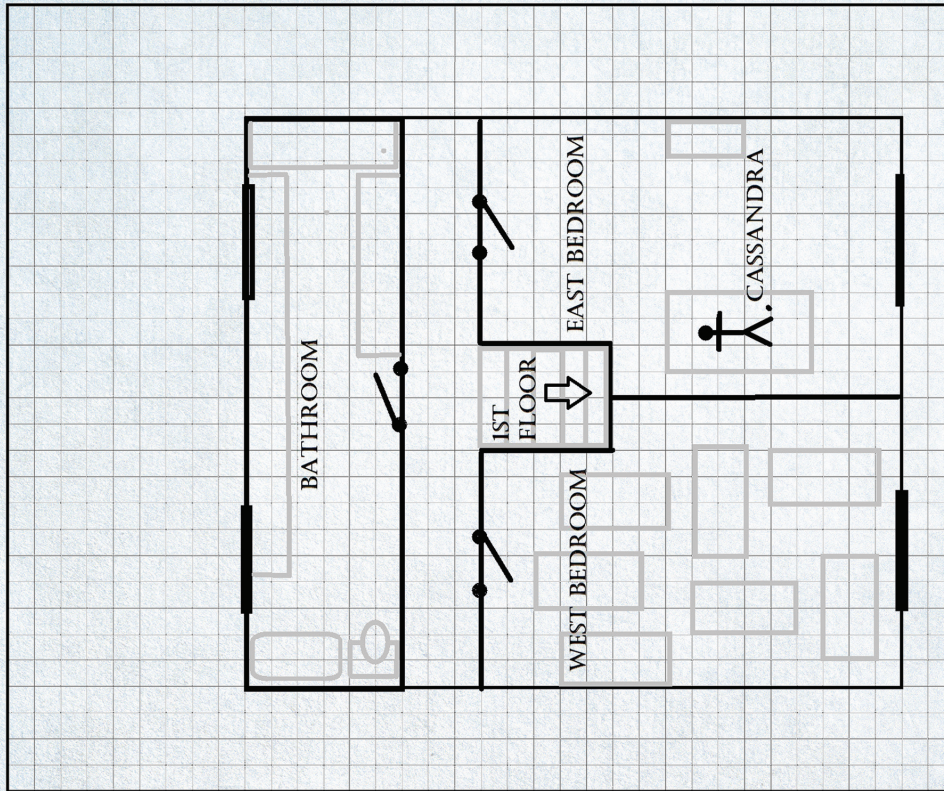
With the light out and the extractor fan blocking any daylight, the room is dark. Upon the first investigator's entry, Mother Hook will attack by blowing a cloud of narcotic powder into their face. A successful combined **Dodge/Jump** roll is required to get out of the way. An investigator coming in behind the first will need to make a Dodge roll only (after seeing their companion's reaction, they know something is amiss). The powder is a strong compound, and each investigator exposed will be floored for 2D6 + 6 rounds. They will be dizzy and disorientated as the room around them throbs and melts. They may make a **CON** roll each round to try and pull themselves together, but each action will incur two penalty dice until the effects wear off. Mother Hook will then attack any investigator not taken down by the powder. She will also use her Manifest power to frighten and disorient her victims. If she feels overwhelmed she will attempt to flee the house and head over to The Wynd property. If she is subdued or killed, a search of her person reveals a bag of the narcotic she just used, and a set of keys that unlock the doors of all the Voice of the Machine residences, including the safe in Eleanor X's room.

THE OLD MEETING PLACE

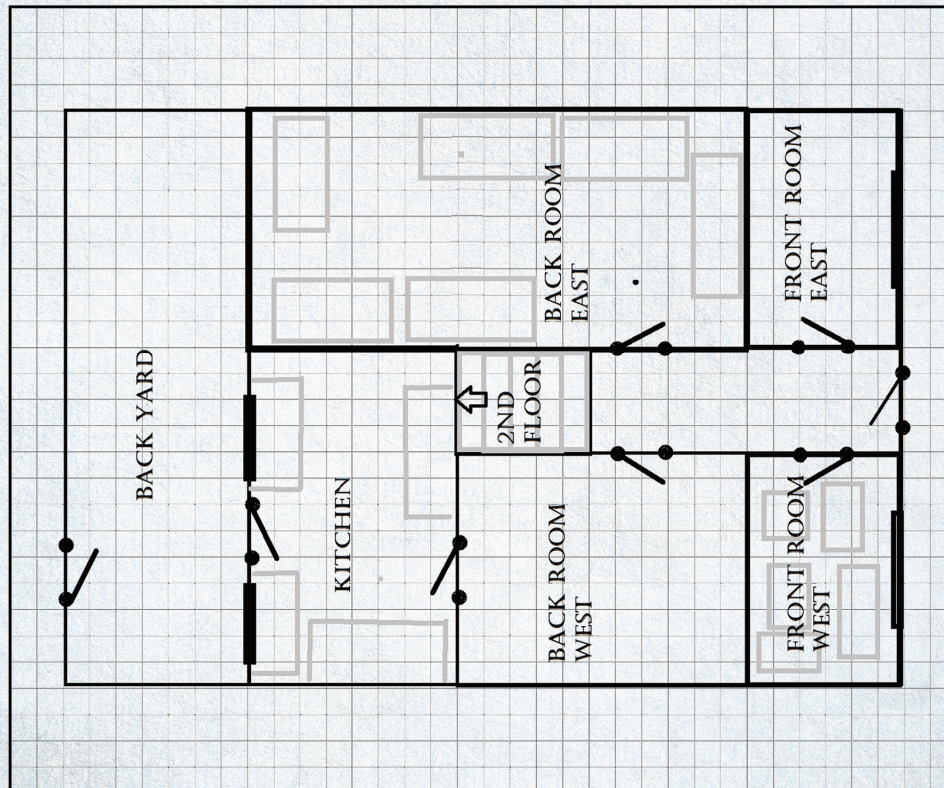
Heading to 18 The Wynd takes twenty minutes on foot from the train station, the High Street area, and Talisker Gardens, or five minutes by car or taxi. Depending on the day and the investigators' actions, Cassandra may be found here in the West Bedroom.

The Wynd is a desolate area, its terraced houses all boarded up and untenanted but one. The front windows of 18, two up and two down, are boarded up, but the front door is not. The door is locked, and can be picked with a successful **Locksmith** roll or has a **STR** 40 to be broken in. The wooden boards have a **STR** 30 to be levered open, beyond which the windows will not open, so have to be smashed. Due to the desolate nature of the area, no alarms will be raised from an attempted entry. Those inside the house will be a different matter. If Eleanor X or Father Time are present when there is a break-in, they will lie in wait and attack the investigators.

It is also possible to gain entry from the back way. In the alleyway behind the street, a door leads to 18's back yard. There is no lock to pick on the door, but it has **STR** 60 to break down due to the number of bolts keeping it shut. Investigators may want to climb over the wall to get inside. A successful **Climb** roll will get them atop the wall, followed by a **Jump** roll to avoid the broken glass littering the ground. An investigator failing the **Climb** roll must make a **Luck** roll or fall on the side of the door with the glass, causing 1D6 laceration damage as well as fall damage. A failure of the **Jump** roll causes the same damage. Once in the yard, an investigator can unbolt the door and let others in without further problems. There is a small mountain of

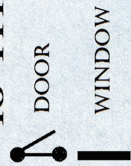


SECOND FLOOR



FIRST FLOOR

18 THE WYND



THE DARKNESS OVER EAGLESCAR

black trash bags against the east wall. These reek and flies buzz around them. The rear of the house has a back door located between two windows. There are two more windows on the second floor. The door is unlocked. Should investigators want to search through the trash, they will discover human body parts wrapped in newspaper. Have them make a **Sanity** roll or lose 1/1D4 **SAN**.

When entering from the front of the house, investigators encounter a dark, narrow passage. The white walls and ceiling are covered in damp patches. The floor is just bare floorboards. There are two doors on each side of the passage and an uncarpeted wooden staircase leading to the second floor.

FRONT ROOM WEST

This small room stinks of damp. It is dark and investigators will have to provide their own illumination. The floor is bare floorboards, the black painted walls and ceiling spotted with mould. The room is filled with broken and rotten furniture making entry impossible. If the furniture is pulled out, nothing of interest will be found. A boarded up window is located on the south wall.

BACK ROOM WEST

This rectangular, damp smelling room is completely empty. It is dark, so investigators will have to provide their own illumination. The floor is covered in a rotted and damp green carpet, the black walls and ceiling spotted with clumps of mould. A doorway on the north wall leads to the kitchen.

FRONT ROOM EAST

Beyond the door is a small room that stinks of damp. It is dark and investigators will have to provide their own illumination. The carpet is red and rotted, the white walls and ceiling spotted with mould. Rat faeces dots the floor, and there are used hypodermic needles everywhere. A fireplace in the west wall holds smashed drug vials. A boarded-up window is located on the south wall.



Father Time

BACK ROOM EAST

Beyond the door is a large rectangular room. Before Day Five it will be dark, and investigators will have to provide their own illumination. The floor is bare, the black painted walls and ceiling spotted with mould. The walls are lined in tatty leather couches, on the floor are candlesticks with candles inside. If investigators arrive here after Eleanor X and her people arrived, they will find Eleanor X's cult crammed together on the couches, completely incapacitated due to the drugs in their systems. They have been given a strong mixture of Ketamine, LSD, and DMT, and will be vulnerable for many hours. Eleanor X herself will be present and in a state of meditation. Used needles and rubber hose lay on the floor and the couches. If the cultists are present, the candles are lit. Between the hours of 5.00 p.m. and 8.00 p.m. on Day Five, Eleanor X will be meditating the Contact Voice of the Machine spell, after which Father Time will come and inject the cultists with the Powder of Ascension. During the time of meditation, the Voice of the Machine beings will be visible hovering near the ceiling. Anyone viewing these beings, which resemble black oily masses covered in tentacles and glowing eyes, must make a **Sanity** roll or lose 1/1D6 **SAN**.

CALL OF CTHULHU 7TH EDITION

KITCHEN

The kitchen lines the rear of the house. The white veneer floor is covered in muck, and the wooden worktables on the north and south walls are littered in rotted food, much of it maggot-infested. The white-tiled walls and the bare plaster ceiling are seemingly the only clean surfaces here. The windows on the north wall are very dirty and don't let much light in. Between them is the back door to the yard. There are black bags filled with trash in the east corner.

SECOND FLOOR

The stairs lead to a dark second floor landing. It consists of a short passage with one door at the top of the stairs and two other doors near the passage's ends. The passage has a filthy white carpet that crunches underfoot, and bare plaster walls and ceiling. If Father Time is in the bathroom, investigators will have to make successful **Stealth** rolls here, or he will be alerted to their presence and attack.

BATHROOM

Behind the door facing the stairs is a drug laboratory. Investigators entering will notice the strong chemical reek as they enter. Unlike the rest of the house, it is clean up to the point of sterility. The walls and ceiling have been freshly painted in yellow and the floorboards, though bare, have been scrubbed. This is Father Time's drug lab. He will be present every day after Cassandra is moved here, between 12:00 p.m. and 2:00 a.m., and inside the East Bedroom at other times. There is a bathtub and a WC near the west wall, the other walls lined with metal tables. The two windows on the north wall have newspapers pasted on their insides, and stand open. Laboratory instruments and jars of chemicals stand upon the tables. If an investigator makes a successful **Chemistry** roll, they recognize the equipment is being used to synthesize illicit drugs. There is a photocopy of the *Vox Arcana* on the north table. Chemical stains cover the book, the majority on the section detailing the creation of the Powder of Ascension. This is a few pages from the other spells, but investigators scanning through the book may not realize the relevance. See the earlier entry on the *Vox Arcana* for more information. There are three portable electric lamps on the tables for illuminating the room at night.

WEST BEDROOM

This room is dark, and investigators will have to provide their own illumination to see inside. It has a black carpet that is so dirty it crunches underfoot, the walls and ceiling painted black. The room is filled with old mattresses, all of them stained and dirty, sourcing a ripe, musty stink that fills the air. There is a boarded-up window against the south wall

EAST BEDROOM

This room is dark, and investigators will have to provide their own illumination to see inside. It is sparse, with bare floorboards and yellow wallpaper. The plaster ceiling sags in places from damp spots. There is an open fireplace against the west wall, and a boarded-up window against the south wall. A large double mattress lies near the fireplace and an old chest of drawers stands against the wall facing it. This is Father Time and Mother Hook's bedroom. A search of the drawers reveals dirty clothes and underwear. If Cassandra was brought to the house she will be found here, laid on the mattress naked with a drip in her arm. Her clothing is bundled at the bottom of the mattress. The drip is attached to a tripod and is steadily pumping an anaesthetic into her arm. An investigator may use **First Aid** to remove the canula from her arm, and a second **First Aid** roll to rouse her. Once awake, she will be groggy and disorientated – all her skill rolls will be halved. Cassandra must also make a successful **CON** roll every five minutes or fall unconscious again. This can be rectified with another **First Aid** roll.

CONCLUSION

From the beginning of the scenario, investigators are on a ticking clock to rescue Cassandra. Hence, if 7.00 p.m. of Day Five passes and she hasn't been rescued, they have effectively failed. There are a few ways in which they can thwart Eleanor X and the Voice of the Machine's plans. Killing Eleanor X, Father Time and Mother Hook will put an end to the cult, as will using the *Dispel Voice of the Machine* spell. The spell will bring Eleanor X to her senses and it will kill the other two. If the investigators saved Cassandra, Eleanor X will not pursue the girl. Father Time and Mother Hook are another matter entirely though and may head to Cassandra's home and attempt to kill all witnesses. Eleanor X will just try to up and move the operation to another town. Her two cohorts will go on to extract the DMT from another cult member and more Voice of the Machine will be freed. Investigators may want to contact the police, which will eventually lead to arrests and the effective end to the cult.

SANITY REWARDS

If investigators rescue Cassandra alive from the cult, they each receive 1D6 **Sanity Points**.

If investigators end the cult by killing Eleanor X, Father Time and Mother Hook, or by dispelling the entities possessing them, each receives 1D6 **Sanity Points** in reward.

If Cassandra dies by the end of the scenario, each investigator loses 1/1D6 **Sanity Points**.

If investigators leave the cult to its own devices (whether or not Cassandra has been rescued) they each lose 1/1D4 **Sanity Points**. The Voice of the Machine will go on to summon more of their kind, and worse besides.

THE DARKNESS OVER EAGLESCAR

DRAMATIS PERSONAE

CASSANDRA ANGLER

Cassandra Angler is a petite sixteen-year-old girl. She has long red hair, black eyebrows, and piercings in her nose and lower lip. She has tattoos on her arms and legs. She is a rebellious young woman yet is easily swayed by the decisions of the people she looks up to.

STR 60 CON 55 SIZ 60 INT 70 POW 40
DEX 30 APP 60 EDU 40 SAN 40 HP 15
DB: none. Build: 0 Move: 8 MP: 8

ATTACKS

Fighting (Brawl) 25% (12/5) damage 1D3

Dodge 15% (7/3)

Skills: Art & Crafts (Fine Art) 76%, Art & Crafts (Sculptor) 73%, Art & Crafts (Singer) 70%, Credit Rating 10%, Library Use 70%, Listen 61%.

Defenses: None above base.

MICKEY THE HAT

Mickey is a tall, skinny Asian aged nineteen. He has light brown skin and a slim, black moustache. He speaks quickly and forcefully and has a hint of a Pakistani accent. A career criminal, he is very mistrustful of anyone he encounters and has a violent streak.

STR 55 CON 40 SIZ 50 INT 65 POW 55
DEX 50 APP 40 EDU 45 SAN 55 HP 9
DB: none. Build: 0 Move: 8 MP: 11

ATTACKS

Fighting (Brawl) 60% (30/12) damage 1D3

Fighting (Hunting Knife) 60% (30/12) damage 1D6

Dodge 30% (15/6)

Skills: Appraise 36%, Credit Rating 25%, Intimidate 56%, Locksmith 76%, Persuade 51%, Psychology 45%, Spot Hidden 46%, Stealth 41%, Sleight of Hand 54%.

ELEANOR X

Eleanor X is tall and thin, and has long brown-blond hair with a centre parting. She has the eye condition heterochromia – one eye is blue and the other is brown with gold flecks. Her voice has a slight accent to it, and she speaks in low, measured tones. She is highly charismatic to both males and females, a trait she inherited from her late father. A Voice of the Machine entity, the same one that possessed Sir Sam, has made a foothold into her mind and as such, her moral compass is skewed towards decadence and evil.

STR 55 CON 45 SIZ 55 INT 70 POW 80
DEX 55 APP 75 EDU 55 SAN 0 HP 10
DB: none. Build: 0 Move: 8 MP: 16

ATTACKS

Fighting (Brawl) 25% (12/5), damage 1D3

Fighting (Stiletto Knife) 25% (12/5), damage 1D4+2

Dodge 27% (13/5)

Skills: Accounting 55%, Art & Craft (Singing) 55%, Charm 65%, Credit Rating 55%, Cthulhu Mythos 6%, Hypnosis 51%, Occult 55%, Persuade 65%, Psychology 60%, Spot Hidden 75%.

Spells: Contact Voice of the Machine, Dispel Voice of the Machine, Create Powder of Ascension.

FATHER TIME

Father Time is a tall, imposing figure. He is thin and has long grey hair and a face covered in pockmarks. His teeth are rotted stumps. He wears tinted black spectacles that hide his gold irises. His unwashed clothing consists of a black suit, black trenchcoat and a black top hat. Father Time lives for nothing but pleasure and debauchery, and enjoys torturing humans. Possessed by a Voice of the Machine decades earlier, his mind has changed to such an extent that if the parasitic host is banished, he will die instantly.

STR 45 CON 35 SIZ 85 INT 90 POW 80
DEX 35 APP 25 EDU 55 SAN 0 HP 12
DB: +1D4 Build: 1 Move: 4 MP: 16

ATTACKS

Fighting (Brawl) 50% (25/10) damage 1D3 + db

Fighting (Brass Knuckles) 50% (25/10) damage 1D3+1 + db

Dodge 40% (20/8)

Special: Manifest. This is a power a Voice of the Machine can exercise at will, at the cost of 1 Magic Point per round. Manifest makes the entity possessing its host visible to all around it. It appears as a cloud of oily black smoke covered in tentacles and bright, shimmering eyes. It also emits a sound like the whispering of a dozen people. The entity has no corporeal abilities, but a **Sanity** roll must be made upon seeing it or the viewer loses 1D6 **SAN**.

Skills: Accounting 45%, Credit Rating 35%, Cthulhu Mythos 44%, First Aid 70%, Intimidate 65%, Library Use 40%, Other Language (Latin) 31%, Occult 55%, Psychology 40%, Science (Pharmacy) 56%, Science (Chemistry) 81%, Torture 31%.

Spells: Contact Voice of the Machine, Dispel Voice of the Machine, Create Powder of Ascension.

MOTHER HOOK

Mother Hook is a short extremely obese woman in her early sixties. Like her companion, she wears dark-tinted spectacles that hide her gold irises. She is lacking in hygiene and wears a black jumper, sweatpants, a heavily worn black leather jacket, and a black bowler hat. Mother Hook is a debased individual and takes pleasure in harming others. Possessed by a Voice of the Machine decades earlier, her mind has changed to such an extent that if the parasitic host is banished, she will die instantly.

STR 50 CON 50 SIZ 85 INT 70 POW 65
DEX 60 APP 35 EDU 70 SAN 0 HP 13
DB: +1D4 Build: 1 Move: 4 MP: 13

CALL OF CTHULHU 7TH EDITION

ATTACKS

Fighting (Brawl) 60% (30/12) damage 1D3 + db

Dodge 30% (15/6)

Special: Manifest. This is a power a Voice of the Machine can exercise at will, at the cost of 1 Magic Point per round. Manifest makes the entity possessing its host visible to all around it. It appears as a cloud of oily black smoke covered in tentacles and bright, shimmering eyes. It also emits a sound like the whispering of a dozen people. The entity has no corporeal abilities, but a **Sanity** roll must be made upon seeing it or the viewer loses 1D6 **SAN**.

Skills: Accounting 45%, Credit Rating 35%, Cthulhu Mythos 44%, First Aid 70%, Intimidate 65%, Library Use 40%, Other Language (Latin) 31%, Occult 55%, Psychology 40%, Science (Pharmacy) 56%, Science (Chemistry) 81%, Torture 31%.

Spells: Contact Voice of the Machine, Dispel Voice of the Machine, Create Powder of Ascension.

NEW SPELLS

Contact Voice of the Machine

Cost: 6 Magic Points; 1D6 Sanity Points

Casting Time: 1 Hour

Opens up communication with the Voice of the Machine race. The caster must be naked and have certain arcane symbols drawn upon their body. The caster must meditate for at least an hour for the spell to work, then make a successful **POW** roll. For every extra hour they meditate they receive an extra die to their **POW** roll, to a maximum of two dice. The Voice of the Machine will appear in a group as hazy, indistinct beings resembling clouds of oily black smoke covered in tentacles and eyes. They emit sounds like scores of people whispering. On their first casting, the sorcerer must make a successful **Sanity** roll or lose 1/1D6 **Sanity** points. Any other person present during the casting will also see the materialized entities. The Voice of the Machine will attempt to possess anyone nearby who has taken the Powder of Ascension. A victim who has taken the powder unwillingly may make a halved **POW** roll to attempt to stop the possession.

Dispel Voice of the Machine

Cost: 1D4+4 Magic Points; 1D4 Sanity Points

Casting Time: 6 rounds

This spell removes a parasitic Voice of the Machine from a human host and returns them to their trans-dimensional realm. The banishment of the Voice of the Machine is permanent and irrevocable. Once used on a human being, they cannot again be possessed. If that person has been possessed by the entity for longer than five years, they will die upon the successful casting in the most horrible manner. Each banishment may be cast on a group of possessed victims. For the spell to take effect, an opposed **POW** roll must be made between the caster and the targets. The spell is achieved by a sing-song chant that must be said in the presence of those possessed.

Create Powder of Ascension

Cost: 1 Magic Point per dose

Casting Time: 2 days preparation, 1 round to apply

Creates a pinkish red powder, that once injected into someone makes them susceptible to parasitic control by a Voice of the Machine entity. The powder must be compounded according to exacting instructions, and involves rare and exotic ingredients, most of which are located in far flung places across the globe. 1 Magic Point must be sacrificed per dose. A dose equals one application of the powder. The Keeper determines the special ingredients but at least one of them is the hallucinogenic drug DMT. Creating and applying the powder costs no **Sanity Points**, but the person injected will see a Voice of the Machine and must make a successful **Sanity** roll or lose 1D6 **Sanity**.

A NOTE ON CULTS

There are many thousands of cults across the world, and the majority of them are quite harmless. They have many things in common, including one or more charismatic leaders, a shared commitment to follow their teachings, and a system of belief that in essence brings a sense of fulfillment and happiness to the members. Many cults have strict rules, akin to being in a religious order, and members often begin at the lowest level of the cult's membership and work their way up through the ranks. For the cults that are not harmless, systems of control and abuse are in place, both physical and financially. Members discover that they cannot willingly leave the cult and that their financial assets are no longer theirs. Some cult members are so deeply indoctrinated into a cult that despite their exploitation, sometimes because of it, they refuse to leave and have to be deprogrammed to live a normal life in society.

Cults can be seen as similar to sales organizations: they look for the type of client who is susceptible to what they offer. Emotionally vulnerable people are most in danger of being indoctrinated into cults, and research has shown that cult members have a higher rate of mental illness and other emotional instabilities than non-members. Mental-illness, a propensity to addiction, lack of personal fulfillment, disillusionment and feelings of alienation are all factors that may make a person susceptible to a cult. Cult leaders often have an extreme sense of self privilege, a lack of empathy for others, and a Narcissistic Personality Disorder. They often abuse their power over their followers for their own needs and personal gain.

Cults are based on a variety of doctrines, some of the most popular as follows.

Eastern Doctrine holds a belief in spiritual matters such as reincarnation and reaching the state of nirvana. Buddhism, Hinduism, and Sikhism are often at the basis of this doctrine. Ascetic lifestyles are popular in these cults, the surrender of all worldly possessions, etc., and the use of meditation to reach altered states of consciousness.

Religious cults hold a belief in the Christian God or a higher being of some sort and hold a firm belief in an afterlife for all members. The more dangerous of these cults hold an apocalyptic view of the world. The leader of the cult may claim to be the new messiah or a prophet of some sort and uses religious scripture to reinforce their commands and teachings.

New Age cults hold the belief power can be attained by personal enrichment and the unlocking of a person's hidden potential. The leader, unlike most cults, is often female and is seen as a powerful, ultra-spiritual being by her followers. New Age paraphernalia is often incorporated into the cult's rituals, items such as runes, crystals, herbal medicines, and shamanic objects. UFO belief is not unknown in such cults. These cults often believe in the ability to channel entities from other planes, spirits and ascended beings.

Satanic and occult groups generally hold a belief in the powers of the supernatural and often worship Satan. The leader is often seen to be an avatar of the Devil or at least a form of evil incarnate. Various extremes of worship are involved, from animal sacrifice to human sacrifice, all in the hopes of gaining favour and boons from Satan or some other evil entity. The rituals can be extreme and dangerous, including sexual orgies and violence that leads to blood-letting. Sexual abuse and intimidation is not uncommon in this kind of cult.



STYGIAN FOX

The year is 1999, the setting: the town of Eaglescar in eastern England.

A woman, calling herself Eleanor X, has been indoctrinating people into a New Age cult. The cult has been using meditation and hallucinogenic drugs to supposedly break the boundaries of reality and explore the realms beyond.

Eleanor X has a far darker purpose, however. Her goal is to sacrifice the minds of her cult to a race of parasitic entities.

A friend of one of the investigators has contacted them, worried about her daughter Cassandra. The girl recently joined Eleanor X's cult, and it is up to the investigators to save her and put an end to Eleanor X's plans.

This scenario is suitable for around four players and can be completed in two nights. Both the time period and the location are flexible, and changes can be made with minimal tweaks.